

GAME BOY ADVANCE

GAME BOY®

MARIO & LUIGI SUPERSTAR SAGA™



INSTRUCTION BOOKLET

Nintendo®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

! WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

!WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

!WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.



NEED HELP PLAYING A GAME?

You can visit our website at www.nintendo.com for game play information.

For automated game play tips and news, call Nintendo's Power Line at: **1-425-885-7529**.
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-800-521-0900

Available in U.S. and Canada - \$1.50 per minute (U.S. funds)

Please have Visa or MasterCard ready

MON. - SUN., 6:00 a.m. to 7:00 p.m., Pacific Time

Callers under 18 need to obtain parental permission to call. Prices subject to change.

TTY Game Play Assistance: 425-883-9714

MARIO & LUIGI SUPERSTAR SAGA™

Peach's lovely voice has been stolen by an evil witch named Cackletta! Upon hearing the news, Mario calls upon his brother, Luigi, and his old rival, Bowser. Backed up by Bowser's army, the trio embark on an epic journey across the border of the Mushroom Kingdom to the land known as the Beanbean Kingdom...

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Cast of Characters

Mario

The hard-working older brother is back with his trademark mustache.



Luigi

The younger brother—also mustached. Is it his turn to shine?

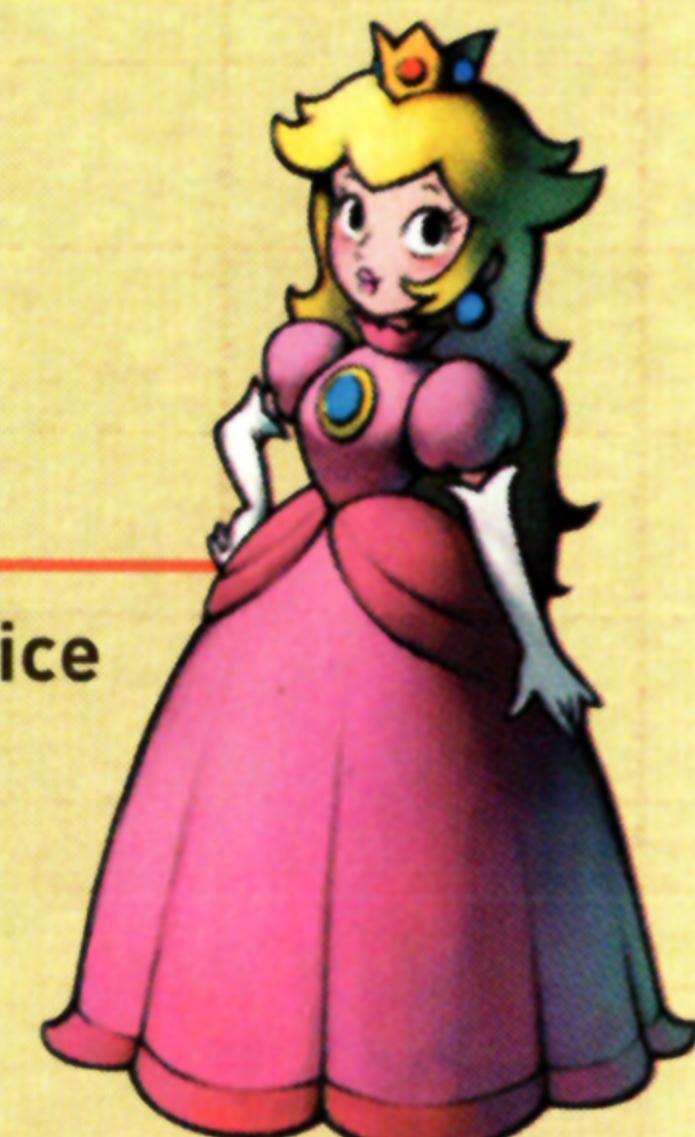
Bowser

He wanted to kidnap Peach himself, but this time he must join forces with Mario.



Peach

With her beautiful voice gone, chaos reigns whenever she opens her mouth.



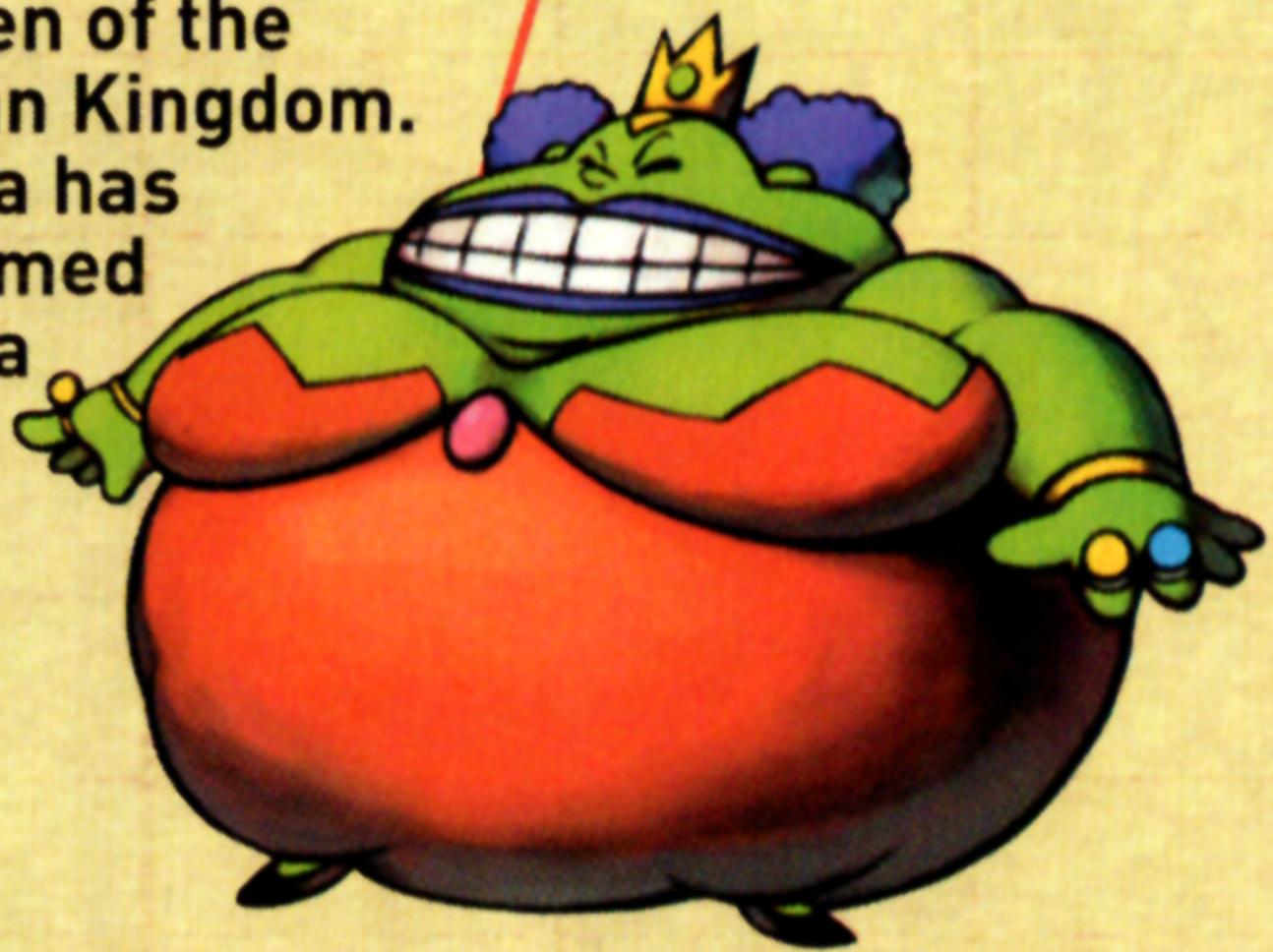


Prince Peasley

The prince of the Beanbean Kingdom emits an aura that makes him shine.

Queen Bean

The queen of the Beanbean Kingdom. Cackletta has transformed her into a brutal beast.



Cackletta

The Beanbean Kingdom's resident witch. Why is she so evil...?



Fawful

His evil genius has made him Cackletta's favorite subordinate!

Controls



Battle Controls → Pg. 22



Move the action cursor

★ Select command



B

Perform Luigi's actions

★ Select enemy to attack



A

Perform Mario's actions

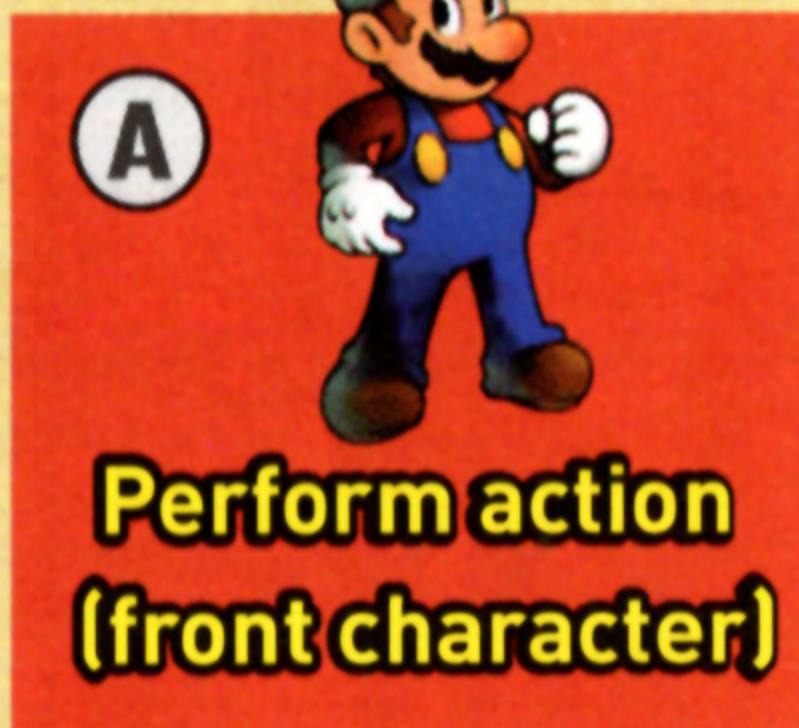




Move Mario and Luigi



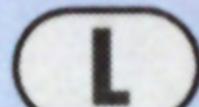
**Perform action
(rear character)**



**Perform action
(front character)**

Choose action (scroll through Action Icons)

Applies
to the rear
character.



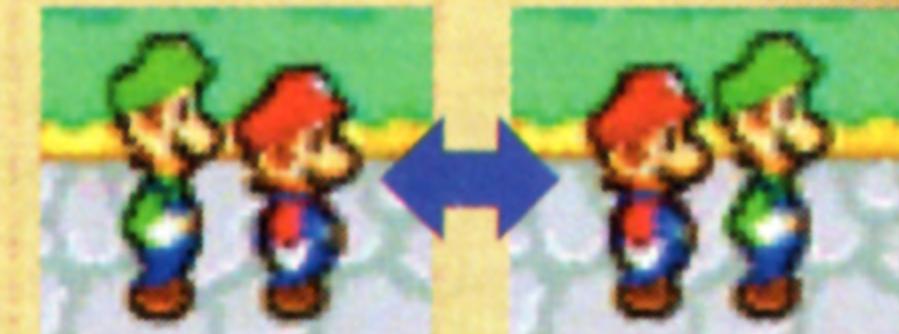
Applies
to the front
character.

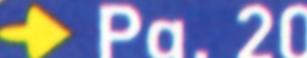


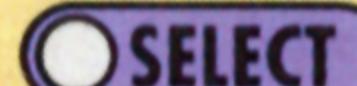
Scroll through Action Icons



**Switch Mario
and Luigi
back and forth**



Switch which character you control  Pg. 20



Open the suitcase

For more on using the suitcase  Pg. 26

To reset the Game Boy Advance midgame, simultaneously press SELECT, START, **A**, and **B**.

To clear all the game memory, turn the Game Boy Advance ON and simultaneously press and hold SELECT, **A**, **B**, **L**, and **R**. By choosing YES on the ensuing menu, you can clear your data and restart the game. **You will lose all game records and will not be able to retrieve them, so please be careful.**



Beanbean Kingdom Guide

With tall mountains and sparkling waters, the Beanbean Kingdom is rich with natural beauty and a castle town bustling with activity.



1 Stardust Fields

The boundary between the Beanbean and Mushroom Kingdoms, this is where the journey truly begins.

10

2 Hoohoo Mountain

Traces of the Hoohooligans who used to inhabit this mysterious mountain can still be found here.

3 Beanbean Castle

There are many **shops** in the town around the castle, which lies at the center of the kingdom. Pg. 32

4 Chucklehuck Woods

The legendary Chuckola fruit, the basic ingredient for **Chuckola Cola**, is found here.

5 Woohoo Hooniversity

People say this is where the chemistry of laughter is researched...

6 Teehee Valley

Said to have once been an ocean floor, this sandy region is veiled in mystery.

7 Oho Oasis

This mysterious, solitary island in the middle of the sea is home to two strange palaces.

There are many other areas to be explored. For example, there's the **Yoshi Theater**, where Yoshi and his buddies are said to perform...

★ Get Into the Game! ★

Point 1 Move around the field and perform various actions!

There are **Solo Actions** that Mario and Luigi perform independently and **Bros. Actions** that they do together. As each one learns a different move or gets another item, they'll improve their skills.



→ Pg. 17



→ Pg. 18

Point 2 Run into an enemy to begin a battle!

If you run into an enemy on the field, you'll enter a **battle** with that enemy—you'll get the upper hand if you can land a preemptive strike. Every time you win, you'll up your **experience**.



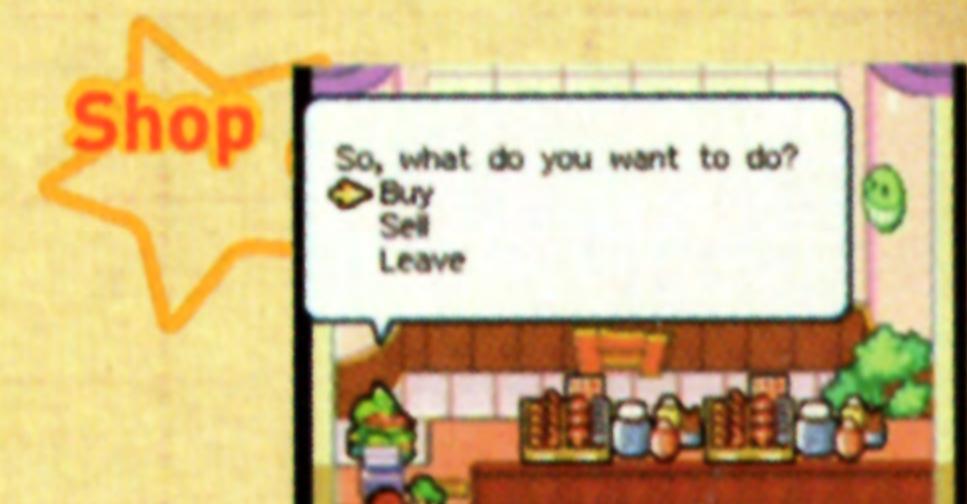
→ Pg. 22, 28

Point 3 Is there time to sightsee on your journey?

Of course! You can go **shopping** while in the castle town and check what you bought by opening the **suitcase** that **Toadsworth** will give you before you embark on your journey.



→ Pg. 26



→ Pg. 32

Getting Started

Insert the Game Pak into the Game Boy Advance and turn the power ON. When the title screen appears, press **START**.



Three different menus will appear. Choose a menu using **+** and press **A** to confirm. (You can confirm all menu selections in the game with **A**.)

1 Mario & Luigi: Superstar Saga

File-Selection Screen



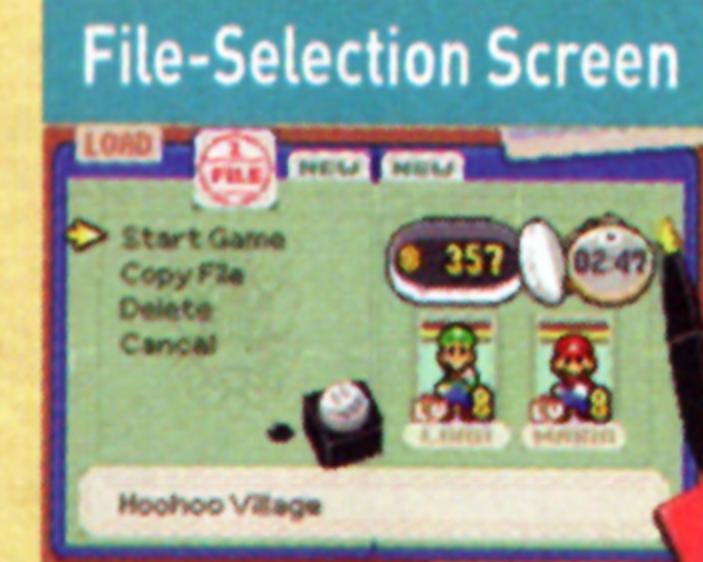
Start a new game.

When playing for the first time...

Choose one of the three files and confirm with **A**.

When continuing a game...

Choose the file with your saved data, confirm with **A**, and the menu below will appear. For details on the menu, please see the next page.



You can save midgame with **save albums**.
For details on the save album  Pg. 21



File-Selection Screen Menu

Start

Begin the game at the last place you saved.

Copy

Copy the saved file into another file.

Erase

Erase the saved data.

Cancel

Return to the file-selection screen.

If you erase a file, you will not be able to recover it. Please be careful.



2 Mario Bros.

Start Mario Bros. Pg. 34

3 Options

Choose your settings in the Options menu. After choosing your settings, confirm with **A**.

Options Screen



Easy Sleep

Determine the settings for Easy Sleep. If you turn Easy Sleep ON, you can enter Easy Sleep at any time by pressing SELECT, **L**, and **R** simultaneously. Pg. 29

Rumble

Adjust the Rumble feature setting. If you turn the Rumble feature ON, the controller will react to Mario & Luigi: Superstar Saga when you use the Game Boy Player. **The Rumble feature is not available with Mario Bros.**

Auto Sleep

Adjust the Sleep Mode setting. If you turn Auto Sleep ON, the game will automatically enter Sleep Mode if no buttons are pressed for more than one minute. **Auto Sleep works only for Mario Bros.**

GAME BOY®
PLAYER



GAME BOY® PLAYER



Fire Emblem: ©2003 Nintendo/INTELLIGENT SYSTEMS



Pokémon Ruby&Sapphire: ©2003 Pokémon. ©1995-2003
Nintendo/Creatures Inc./GAME FREAK inc.

Game Boy Hits the Big Screen!

Now you can play *Mario & Luigi™: Superstar Saga* and all your favorite Game Boy games on your television. The Game Boy Player easily snaps onto the bottom of your Nintendo GameCube and lets you play the entire Game Boy library of over 1,000 games. The Game Boy Player is even compatible with the Nintendo e-Reader and the Game Boy Advance Game Link cable, allowing you to scan your favorite e-Cards or link to other Game Boy Advance systems for multiplayer fun with your friends!



Metroid Fusion: ©2002 Nintendo



Super Mario® Advance 4: Super Mario Bros.® 3:
©1983-2003 Nintendo

You can easily switch between the Game Boy Player and Nintendo GameCube, which boasts its own library of megahits, including *Super Mario Sunshine™*, *The Legend of Zelda®: The Wind Waker™*, *Mario Kart®: Double Dash!!™* and hundreds more. Gaming has never been better, and it's Nintendo GameCube and the Game Boy Player that make it all possible!
(All Products Sold Separately.)





Mario Bros. Moves

Make your way through the Beanbean Kingdom using Solo and Bros. Actions!

Note!

Field Actions

Press **A**, and the character in front will do a Solo Action.
Press **B**, and the character in back will do a Bros. Action.
Press START to switch the position of the characters.

Use the Action Icon to choose your action!

During their journey, Mario and Luigi learn several actions. You can tell which action will be performed by the **Action Icons** on the upper right-hand corner of the screen. **Switch the icons** by pressing **R** for the character in front and **L** for the character in back.

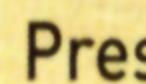
Action Icons



With Mario in front...



Press **A** to jump



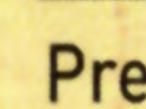
Press **R**



With Luigi in back...



Press **B** to use Hammer



Press **L**



Tip!

As you learn more field actions, your battle mode attacks will also increase, so be sure to experiment in battle mode! Also, if you press **L** and **R** at the same time, you can reset the Action Icons!

Solo Actions



Jump

You can go up small steps, and if you jump under a **block**, you will be able to activate it.



Tip!

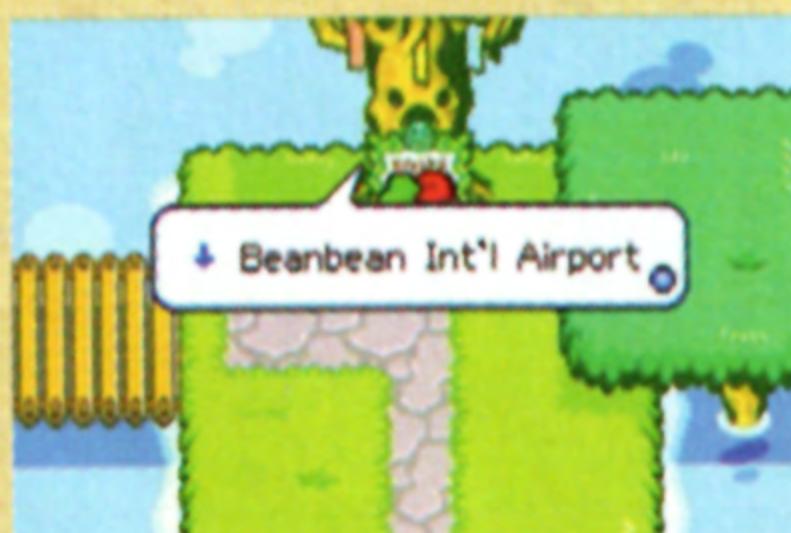
There are many **blocks** and environment **features** around the Beanbean Kingdom. See pg. 21 for information on blocks and features!

► Pg. 21



Get Information

You can get information about something by standing in front of it. Be sure to get as much information as possible as you travel.



Talk to People

Most everybody has something to say! Some people will give you valuable information, so talk to everyone you can.



Hammer Things

You'll get a **Hammer** partway through your journey. With it, you can break rocks and hit switches on walls.



Tip!

When you see an "X" over the Action Icon, you cannot perform that action at that time.



Bros. Actions

For this move, the rear character uses the front character to perform an action. Use **L** to choose the Action Icon, then press **B**. Mario and Luigi each have their own distinct Bros. Actions. Press **START** to switch their positions.

Mario, in the back,
will do a Spin Jump.



Press **B**

Jump onto Luigi...



SPIN-JUMP!

Luigi, in the back,
will do a High Jump.



Press **B**

Jump onto Mario...



HIGH-JUMP!

Tip!

When you want to cancel a Bros. Action, press **A**!

Learn All the Bros. Actions

Here are just a few of the Bros. Actions you'll learn.



High Jump

Luigi in back



When Luigi jumps up top, the brothers can jump very high. They can even change direction in midair with $+$.



▲ Use the High Jump to reach high ledges.



Spin Jump

Mario in back

With Mario up top, the duo can spin through the air. You can even change directions using $+$.



▲ Spin-Jump to fly through the air over large gaps.



Mini-Mario

Luigi in back

When Luigi's in back, he can hit Mario with his Hammer, shrinking him. Mini-Mario can do things only tiny creatures can do. To return Mario to normal, Luigi must hit him again using **B**.

Control Mini-Mario using . When you want to return him to normal, press **B** again.

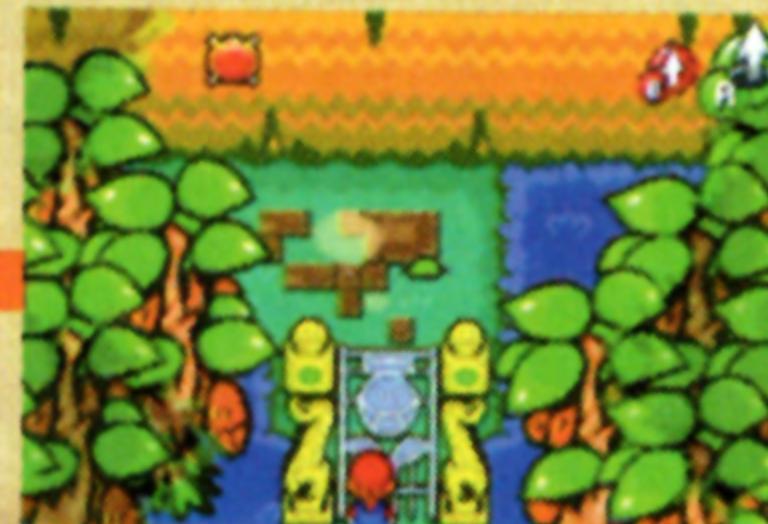


Luigi Dunk

Mario in back

If Mario uses **B** to pound Luigi with his Hammer, Luigi will get buried in the ground and become able to do things only a mole could do. When you want to return him aboveground, press **A**.

Use to move Luigi around underground and press **A** to return aboveground.



Tip! There are some situations where the Bros. move separately. If you press **START** at these times, you can switch the character that you control.



▲ From Mario...



▲ ...to Luigi.



Field Features and Blocks

You can interact with many things in the field.

If Luigi gets dunked and goes under a barrel...?



If Mario drinks as much water as he can at the watering hole...?



There are many more secrets to be found!

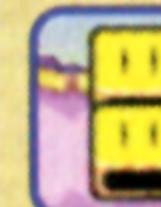
Blocks and Other Features

You'll find Save Albums and various other blocks in the field.



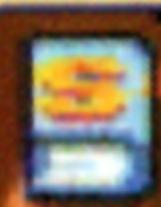
Bros. Block

Make the brothers take turns hitting this block.



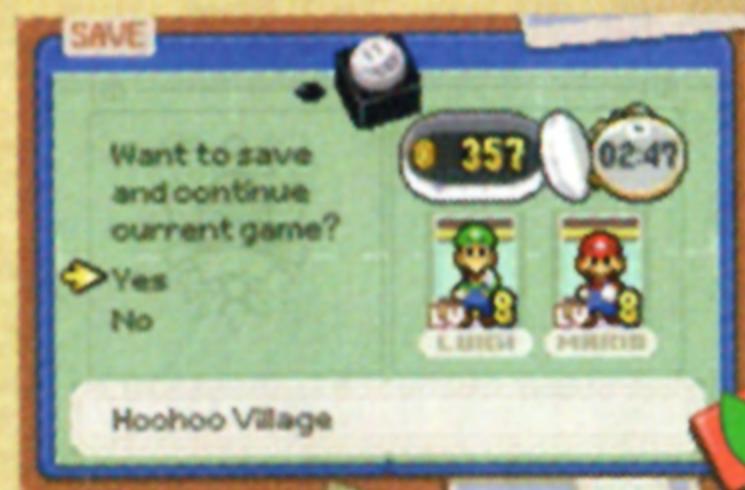
Bike Pads

Take turns jumping on these and the brothers will pedal through the air.



Save Album

Jump and hit this block to save your progress. If you choose YES, you will overwrite the data in the file.





Battles

If you come in contact with an enemy on the field, a battle will begin.

Tip!

How you come in contact with the enemy (jumping on them, hitting them with your Hammer) will determine the way the battle begins! When you are choosing how to attack, you can go back through the choices by pressing **L**.

Note!

In Battle mode, **A** controls Mario and **B** controls Luigi.

In Battle mode, characters will attack in order according to their speed. **Survive battles using **A** and **B****.

Command Block

This will display when the player is in attack mode. Choose your attack with **+** and confirm with **A**.



Menu Window

This displays items or lists of Solo and Bros. Attacks. Choose using Up and Down on **+**.

Health and Bros. Points

To the left is health (HP) and to the right are Bros. Points (BP). Mario's numbers are in red and Luigi's are in green. If the HP for both Bros. drops to 0, the game will be over. **If you don't have enough BP, you can't do Bros. Attacks.**

Message Window

This will display control related information.

Command Block Actions



SOLO

Solo Attack

Jump

Stomp on enemies by jumping on them. Jumping on an enemy armed with spikes will hurt you, so be careful!



Hammer

Hit enemies with your Hammer. (This is only possible after you get the Hammer.)



There are also other Solo Attacks.

When Mario or Luigi attacks independently, it's called a **Solo Attack**. When they work together, it's called a **Bros. Attack**.



BROS

Bros. Attack

Using a Bros. Attack will use Bros. Points.

Mario's Splash Bros.

With Luigi's help, add power to Mario's jump to stomp enemies.



Luigi's Knockback Bros.

Attack the enemy by launching Mario with a swing of Luigi's Hammer.



There are other Bros. Attacks. The kind of Bros. Attack you can use will depend on the number of Bros. Points you have. You cannot use Bros. Attacks when the brothers are not together.

Tip!

If you time your button presses just right when attacking an enemy, you'll do extra damage. This is called an **Action Command**.



Super-Powered Bros. Attacks

Before the actual Bros. Attack lands, you'll press command buttons while performing the attack. The amount of damage you do depends on the timing of your presses. Use these Action Commands to improve your battle skills.

**Tip!**

Repeat Bros. Attacks to perfect your timing. In addition to Action Commands, there also seem to be things called **Advanced Commands**...!?

Non-Attack Command Blocks

**ITEM**

Do things like restore your health by using your items.

**BACK**

Go back one command block to the previous selection.

**RUN**

Run from the enemy without fighting. If you tap the buttons repeatedly (A for Mario, B for Luigi) you'll be able to run away faster.



When you run away, you'll lose coins.

Defensive Actions

You can use **Action Commands** even when your enemy is attacking.

Jump Defense

If you press the button at the right time, you can jump over enemies' attacks and possibly stomp on them.



Hammer Defense

When the enemy approaches, press and hold **A** or **B**. If you let go at the right time, you can counterattack.

● (After acquiring Hammer)



Ending Battles and Leveling-Up

If you win a battle, you'll view the experience points (EXP) you gained, the items you got, and your coin count.



If Mario and Luigi gain enough experience points, they will level-up. This means that their **status categories** will all increase. ➡ Pg. 28



Bonus points will also be awarded to a status category of your choosing. Press **A** to stop the award wheel.

Even if one character's HP drops to 0, he can be revived with a 1-UP Mushroom. If you continue with 0 HP, once the battle is over that character will have 1 HP back on the field. If both characters fall in battle, you can restart from the last save point or from select areas in the Beanbean Kingdom.



The Suitcase

The suitcase is an invaluable tool to these two Beanbean Kingdom visitors!

Suitcase Contents

You can open the suitcase by pressing **SELECT**. Inside, you'll find information on both Bros. as well as items.

Coin Count and Play Time

Menu

→ Pg. 26~29

Passport

Mario's is red and Luigi's is green. You can check the character's level (LV), health (HP), and the current Bros. Points (BP)/Max Bros. Points.



Message Window

Menu Operations

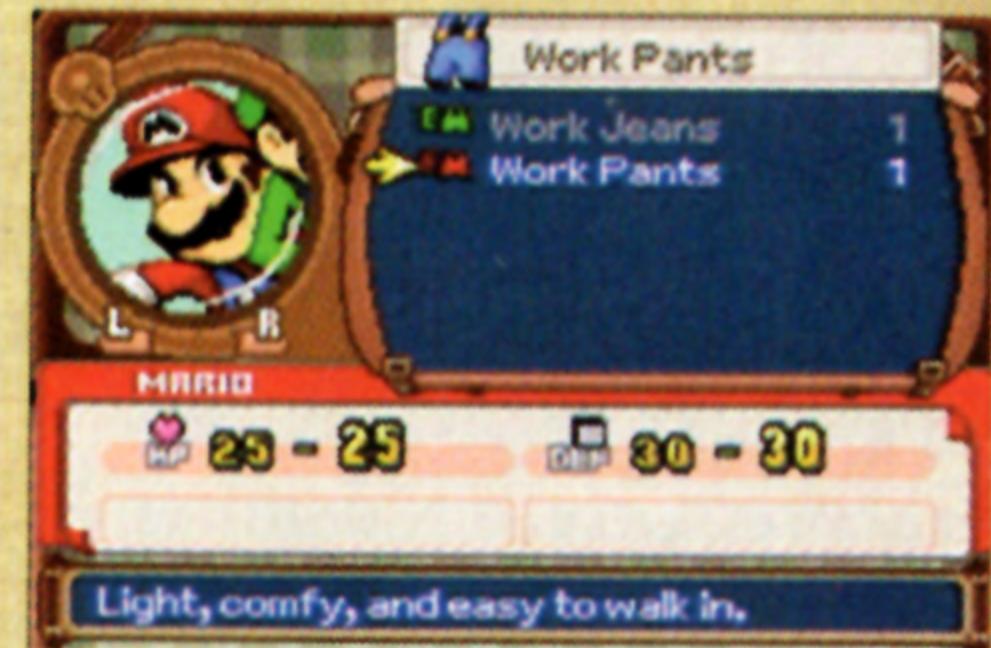
Items, Beans, Important Things

Check and use your items in this menu. You can switch between items with **L** and **R**. Scroll through your items with **+**, choose Mario or Luigi, and confirm with **A**.



Equipment

Equip Mario and Luigi with badges and gear here. If you change badges and gear, the Bros. **status** will change. ➔ Pg. 28
Remember, you must equip them or they will have no effect.
Scroll through the choices and confirm with **A**.



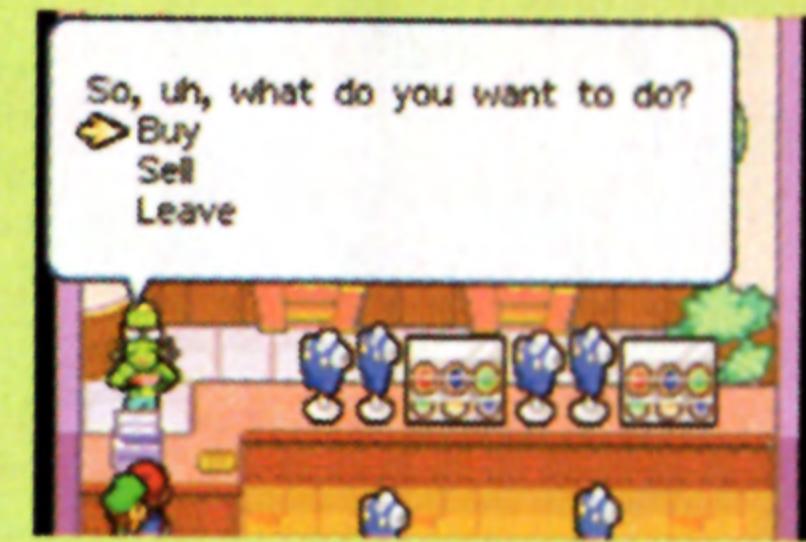
- You can buy badges and gear in the shops of the Beanbean Kingdom and equip both Mario and Luigi with them.

Using Badges and Gear

- Use a badge Mainly improve attack power
- Use gear Mainly improve defense



Tip! Most items can be found in blocks or bought in the **shops** in the castle town! The inventory in the shops changes all the time, so make sure to visit each shop frequently. ➔ Pg. 32



Status

View Mario and Luigi's status. By pressing **L** and **R**, you can switch between the two.

LV•HP•BP

Check character levels, and the current/max health (HP) and Bros. Points (BP).



Items/Actions

The items and actions you can use are shown here.

EXP/NEXT

"EXP" is the amount of experience the character has and "NEXT" is the amount needed before the next level-up.

The following information is also on the status screen.



POW

Attack power. The higher the number, the stronger the attacks on enemies.



DEF

Defensive strength. The higher this value is, the less damage enemy attacks will do.



SPEED

How fast the character is. The value shown here determines who goes first in battle.



STACHE

The luster of Mario and Luigi's mustaches. When their 'staches look good, something good might happen...



Tip!

There's a difference between how Mario and Luigi's status numbers change when they level up!

Beanbean Map

Check this map to see the overall layout of the Beanbean Kingdom. You can also tell where the Bros. are and where their next destination should be.

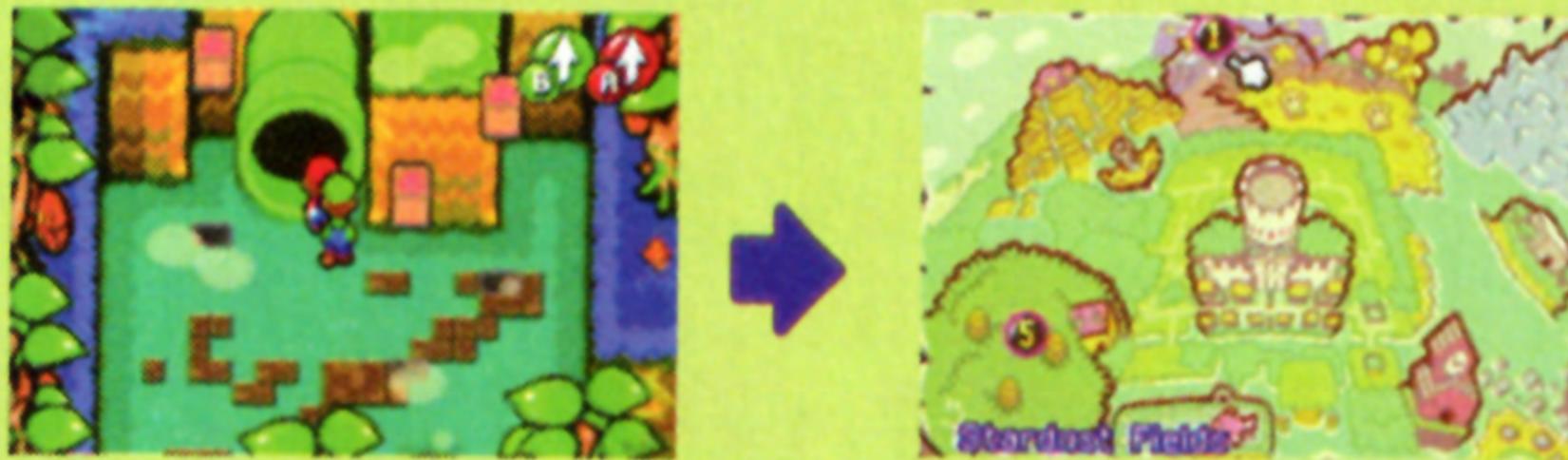


Mario and Luigi's Location

Next Destination

Tip!

You'll see both green and yellow pipes in the Beanbean Kingdom. The green pipes will conveniently warp you to any green pipe that you've been in before.



Easy Sleep

Easy Sleep is a low power mode that allows you to keep the power on while the screen is off. You can enable Easy Sleep on the Options screen—if you turn it ON, you can enter Easy Sleep by pressing **L**, **R**, and **SELECT** simultaneously. To exit Easy Sleep, press **SELECT**, **L**, and **R** simultaneously again.

Be careful! When in Easy Sleep, the battery is still being used.



Items

Here's a sample of health-restoring items and gear the Bros. can wear.

Regular Items

These are single-use items.



Mushroom

Restores 25 HP.



1-UP Mushroom

Revives a fallen Bros. and restores half his HP.



Nut

Restores both Mario's and Luigi's health.



Bean

Take all beans to Starbeans Cafe.

◀ Pg. 33

Gear

If you equip yourself, your defensive status numbers will change. ▶ Pg. 27

Work Pants

Mario is wearing these when the game begins.

Wool Trousers

Wear these to restore health automatically.

Important Items

You'll need to find many items to make it through this journey!



Beanstar

Said to grant any and all wishes, the Beanstar is Cackletta's true desire...





Mini-games

Here's a brief introduction to a few of the mini-games that Mario and Luigi will play.

Border Jump

Jump the Border Line that the Border Bros. drag and avoid hitting it. If either Mario or Luigi touches it 3 times, the game will end.

- A** Make Mario jump.
- B** Make Luigi jump.



Mystery Carts

Pick up diamonds while you drive along the tracks. Pick up the requisite number of diamonds to move on to the next level. Pick up batteries to keep your flashlight on.

Control Mario's flashlight with !
Mario jumps with **A** and Luigi jumps with **B**!



Chuckola Bounce

Try to hit the Chuckoroks by bouncing their Chuckola Rocks back with the board that the brothers hold. If you hit enough enemies within the time limit, you'll clear the game and be able to challenge the next level.

- Move together!
- A** Rotate right!
- B** Rotate left!





Shops

You can buy many items in the castle town shops and elsewhere.

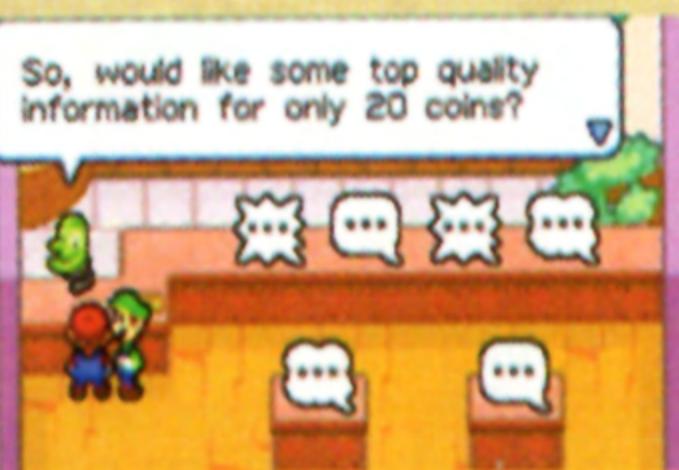
Item Shops

Head here to buy the basics, like Mushrooms and Syrups. You should stock up on supplies before heading away from town.



Information Booth

When you get lost on your travels, try stopping by here. Unfortunately, you won't know what kind of information you'll get until you pay.



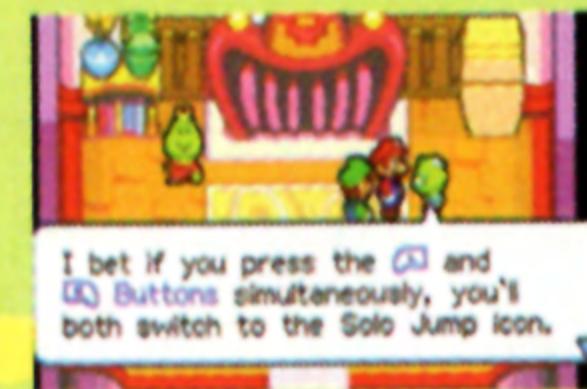
Fashion House

Buy all kinds of **gear** here. ➔ Pg. 27



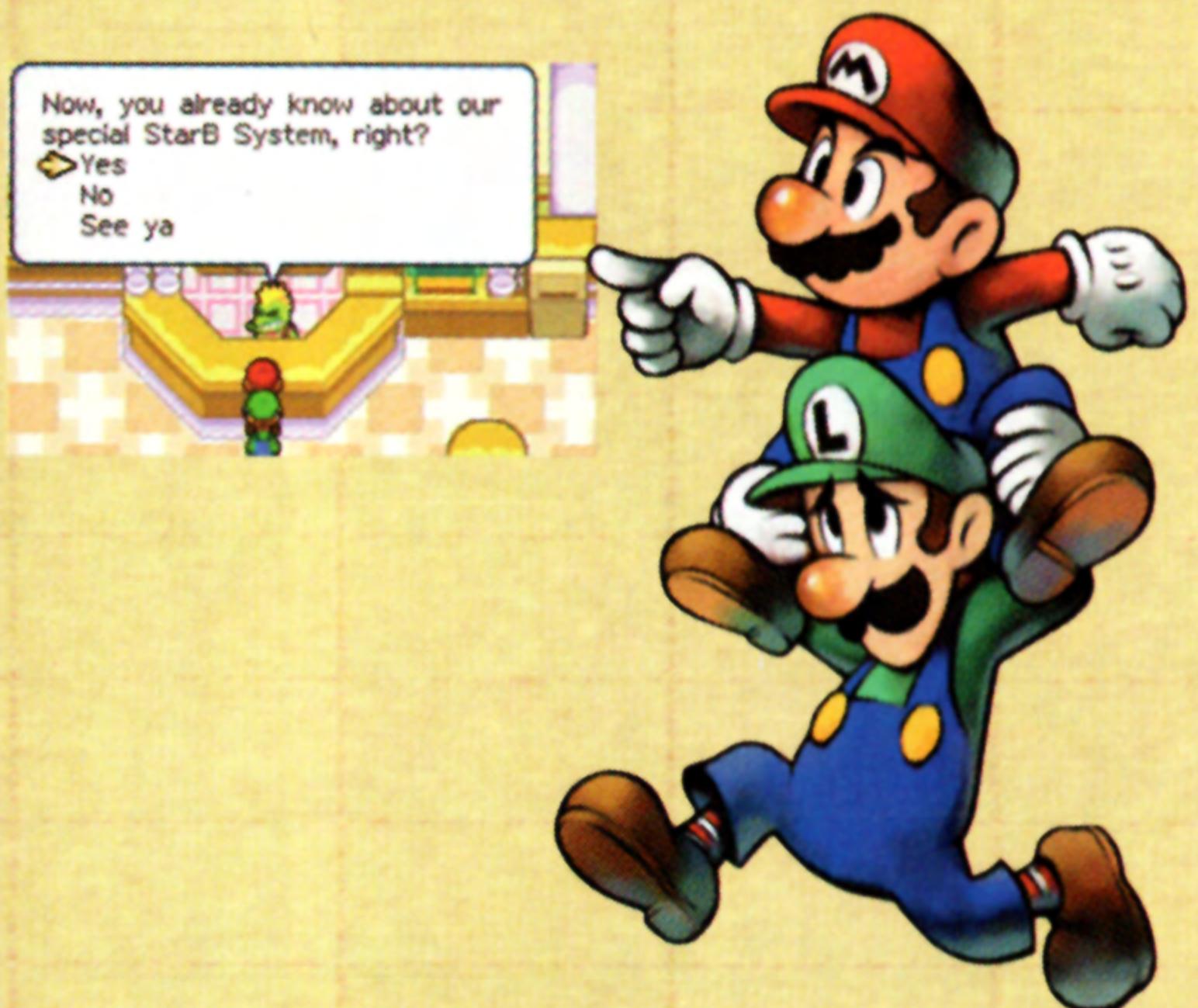
Tip!

Besides the shops, there are also many interesting buildings and people in the Beanbean Castle Town. Some people are sure to share information valuable to your trip, so it would be wise of you to walk around and check it out!



Starbeans Cafe

You can drink Bean Juice here. Use the **StarB System** to increase the variety of drinks you can get.



Tip!

If you find suspicious spots on the fields of the Beanbean Kingdom, try out different actions to see what happens! Be diligent!

What is the StarB System?

- 1 Talk to the cafe's owner to find out what kind and number of beans he's looking for.
- 2 Keep an eye out for beans while out on the field. When you find a bean, put it in your suitcase.
- 3 If you take the beans you've gathered to the cafe, new items will appear on the menu.



MARIO BROS.

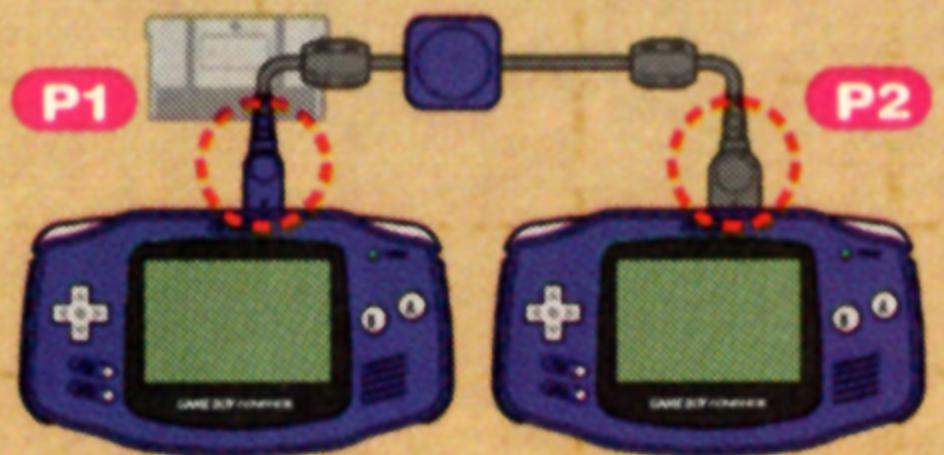
Mario Bros. Classic: 1-4 Players
Mario Bros. Battle: 2-4 Players

Before Beginning

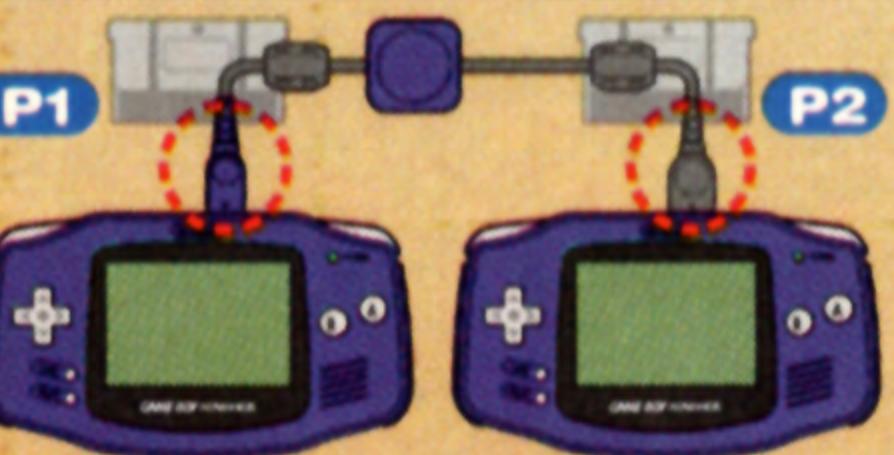
One to four people can play Mario Bros. Classic, and two, three, or four players can go head-to-head in Mario Bros. Battle.

Mario Bros. Battle

Single-Pak



Multi-Pak



- To play Mario Bros. Battle, you need the correct number of Game Link cables and either a single Game Pak or a Game Pak for each player.

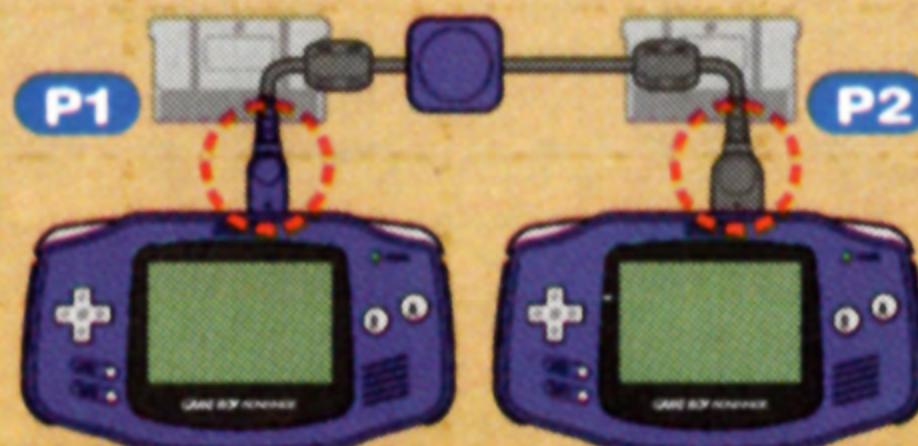
- Playing with multiple Game Paks means there will be no load time.
- Game play is identical in both Single-Pak and Multi-Pak Mario Bros. Battle.

- You can use this Game Pak together with any of the Super Mario Advance games.

Mario Bros. Classic



- If you are playing single-player Mario Bros. Classic, you need only one Game Pak.



- If you are playing Mario Bros. Classic with two or more people, you will need the correct number of Game Link cables and a Game Pak for each player.

Controls

**L****Button**

- Move the screen up and down (depending on Mario's location).

**Control Pad**

- Move with **◀** and **▶**.
- Press **▼** to duck.
- Press and hold **▼** to build up energy for a power jump.
- Choose time limits.

START**START**

- Pause.
- Begin playing.

**R****Button**

- Dash.

**A** **Button**

- Jump.
- Confirm time-limit selections.

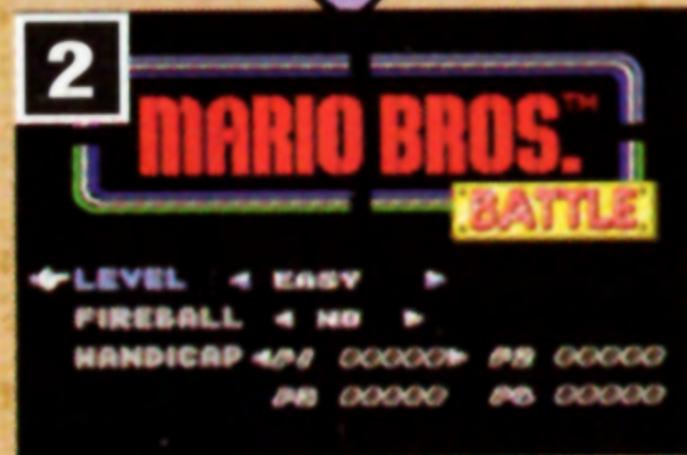
**B** **Button**

- Pick up items or rival players.
- Dash.
- Cancel time-limit selections. (Return to the previous screen.)

Mario Bros. Battle



Single-Pak

**P1**

The player with the Game Pak

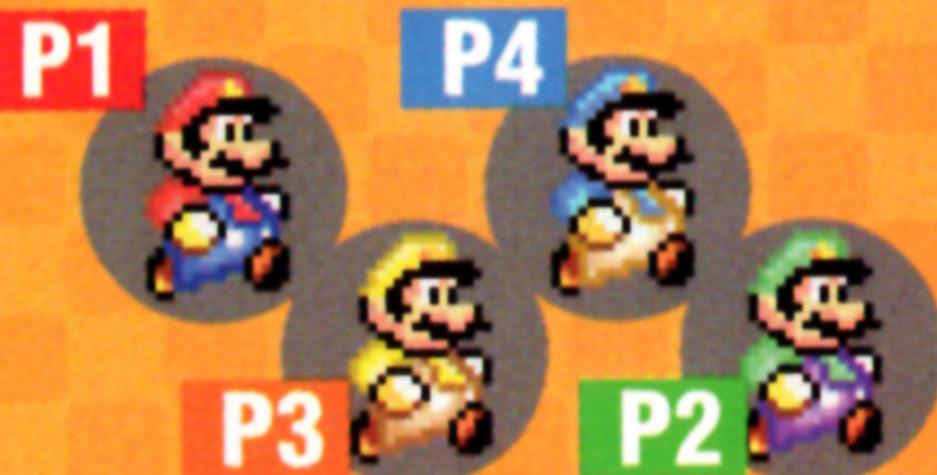
- 1 From the title screen, select Mario Bros. and press START. When the Mario Bros. title screen appears, select Multiplayer and press **A**. The game system will then check the connections.
- 2 Next, select the game level and set the handicap options (the number of coins each player has at the start of a game). Use **▲** and **▼** to select a menu item and **◀** and **▶** to change settings.
- 3 Player 1 must press **A** to send the game settings to the other players' game systems.

Other players

While Player 1's game system is checking the cable connections, the Game Boy logo will appear on all other connected game systems.

4 Mario Colors

Each player's Mario appears on-screen while the game is loading. The Mario you see is the color of the Mario you will control in-game.



When playing with four players, each player appears in this order on-screen.



If this error message appears, turn all of the Power Switches OFF, check the cable connections, and begin the game setup again.



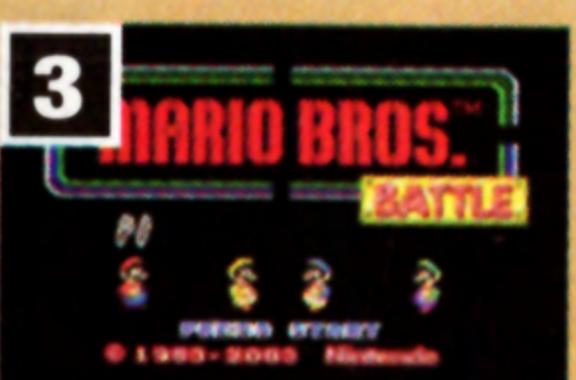
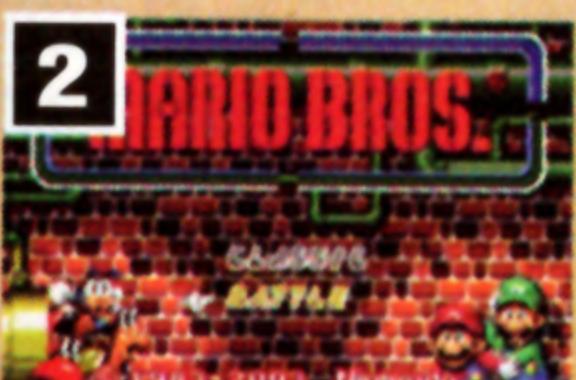
Multi-Pak Battle



Multi-Pak game play is the same as Single-Pak game play, but there are no load times.

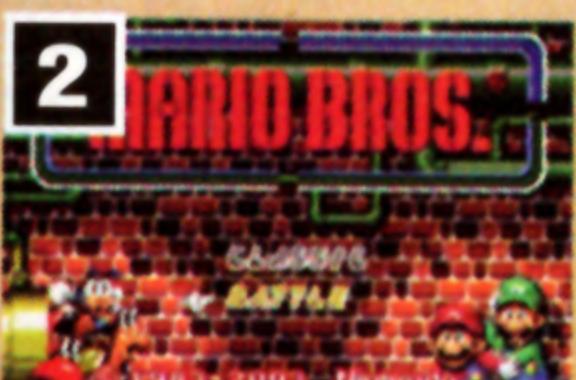
P1

P1 is the player with the small purple connector inserted into his or her game system.



1

From the title screen, select Mario Bros. and press START. When the Mario Bros. title screen appears, select Multiplayer and press **A**. The game system will then check the connections.



2

Press START again to bring up the game-selection screen. Choose Battle on this screen. Now, select the game level and set handicap options (the number of coins each player has at the start of a game).

3

When you press **A**, a different-colored Mario will appear for each player. Press START to begin the game.

Other players

After turning your game systems ON, choose Multiplayer on the title screen. The other players will then wait while Player 1 sets the game up.

- After Player 1 presses START, a different-colored Mario will be displayed for each player. Press START to begin the game.



4 Mario Colors

When playing with four players, each player appears in this order on screen.



How to Play



1 Grab the Coins!



Enemy

A coin comes out of one of the pipes at the top of the game screen each time an enemy character is defeated.

The first player to collect five coins, wins.

If all players but one are knocked out before 5 coins are collected, then the last player standing is the winner.

2 Mario Moves

Attack!

If you bump your rivals from underneath, they'll be stunned and unable to move for a few seconds.

Defend!

If you've been stunned, press **A** repeatedly to recover.

Jump on top of a rival Mario and press **B** to pick him up. Press **B** again to throw the other player at enemies or even into the trash can.

If someone picks you up, press **←** or **→** repeatedly to escape.



You can jump up and hit the bottom of the POW Block to stun all of your rivals at once. Pick up and carry the POW Block by jumping on top of it and pressing the B Button.

Game Screen

Check the Game Screen

Player 1's
coin count

Other players'
coin counts



Game Play

The number of coins collected by each player is displayed during game play.

- If you press START during game play and choose Try Again, the game will begin again from round one.

After a Round

"You Win" or "You Lose" appears after each round.



The number of
rounds won by
Player 1

The number of
rounds won by the
other players

Total Results

The total number of victories for each player appears between rounds.

- Press START on this screen to begin the next battle.
- The first player to win five rounds, wins.

Enemy Profiles

Spinys



You just flip them over and then kick them off the screen.

Crabs



They're a lot faster than the Spinys, and you'll need to bump them twice to stun them.

Fighter Flies



Fighter Flies can be stunned only when they land on the floor.

Fireballs



Hit the floor beneath them just as they land to put them out of action.

Freezys

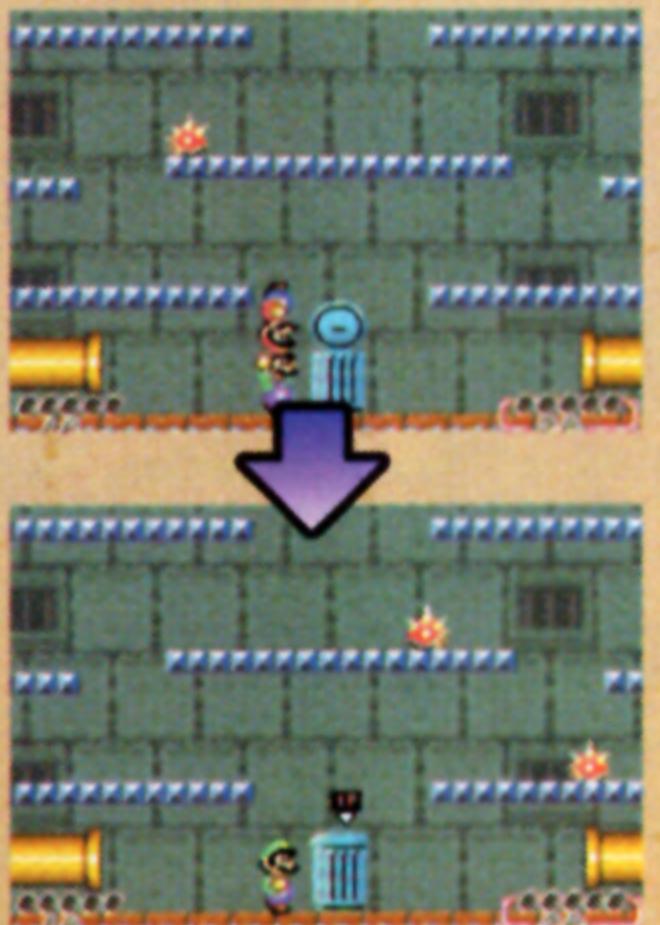


If you don't knock them out quickly, they'll freeze the floors and send you sliding away.

Using the Garbage Can

Multi-Pak game play is the same as Single-Pak game play, but there are no load times.

Use It Well, and Use It Often



If you pick up your rival and carry him or her to the garbage can, the lid will open.

You can throw that player inside. It will automatically close and keep that opponent out of action for a while.

- If your opponent is standing on top of the can and you're trapped inside, use the Super Jump to knock him or her off and escape.
- If you're in the garbage can, you'll have to wait a few seconds until the lid opens again. When it opens, jump out and rejoin the game.

Garbage Can Items

Koopa Shells



These shells damage anything they hit.

POW Blocks



Stun all of the enemies on-screen and shrink any rival players.

Fish Skeletons



These are useless, and they smell funny. Throw them away.

Eggs



Eggs contain one of three items below.



Coins

If you're really lucky!



Hearts

Turn you into Super Mario!



Starmen

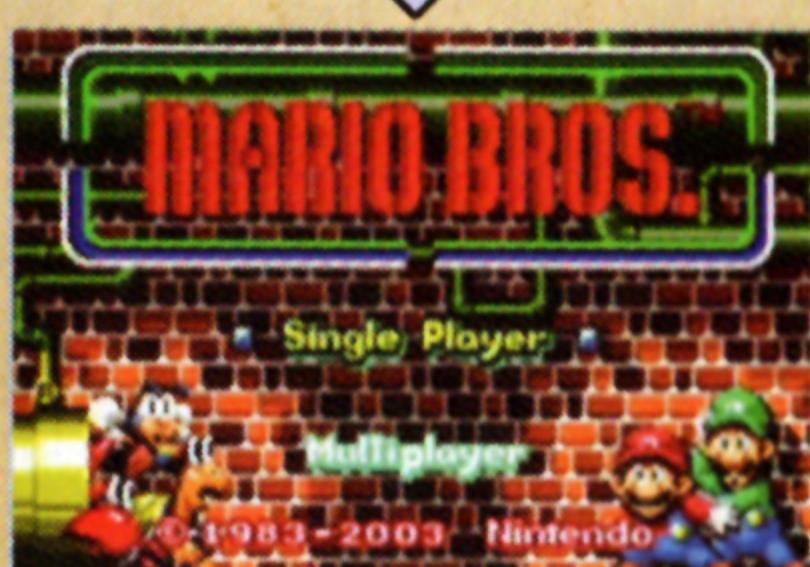
Make you temporarily invincible.

Mario Bros. Classic

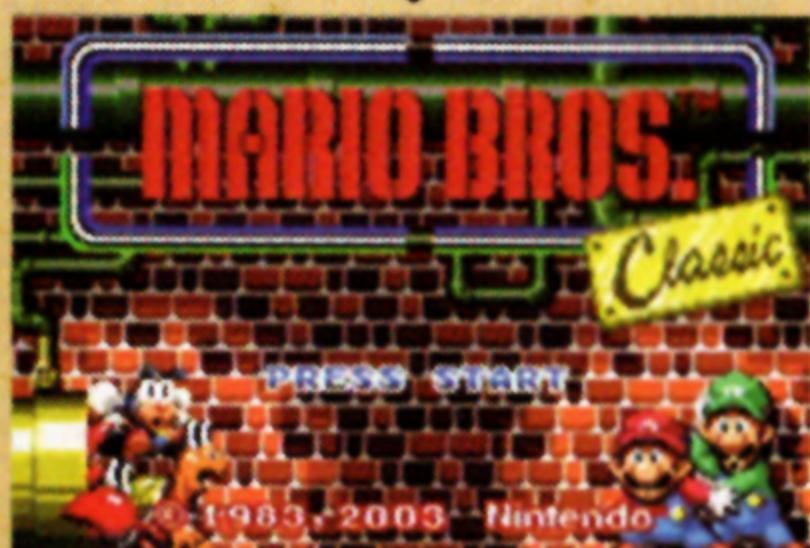
Single Player



From the title screen, select Mario Bros. and press **A**.



Select Single Player on the title screen and press **A** to move to the game-selection screen.



When the Mario Bros. Classic title screen appears, press **A** or START to play.

How to Defeat the Enemy

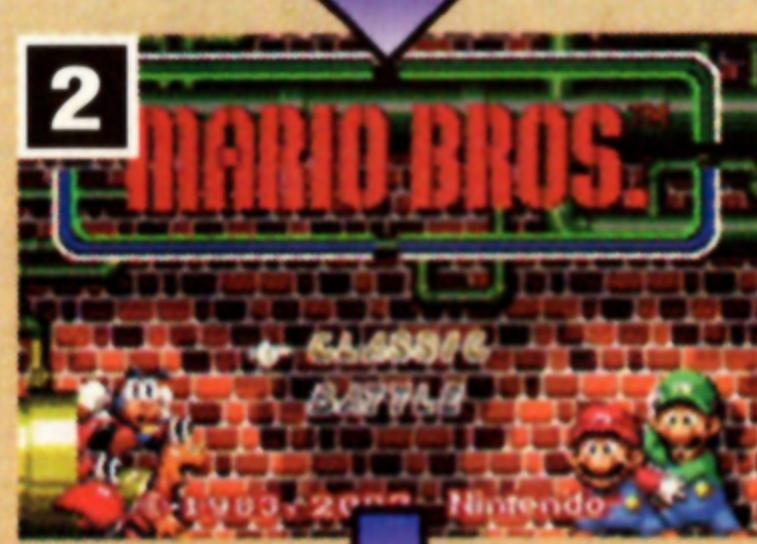
- Bump the enemies from below to tip them over.
- Once they've been flipped, kick them off the screen and out of the game.
- Defeat all of the enemies to clear that level.

Playing with Two to Four Players

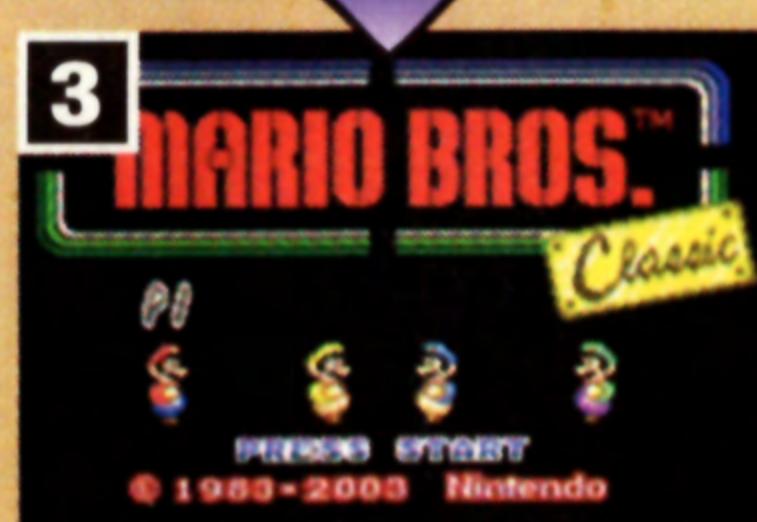
This game requires multiple Game Paks. When playing with two or more players, you will need one Game Pak per player.



P1 1P is the player with the small purple connector inserted into his or her game system.



1 From the title screen, select Mario Bros. and press **A**.



2 Select Multiplayer, then Classic, and then press **A** or START to confirm.

3 A different-colored Mario will appear for each player. Press START to begin the game.

Other players

After turning your game systems ON, choose Mario Bros. on the title screen.

- After Player 1 presses START, a different-colored Mario will be displayed for each player. Press START to begin the game.

Cooperate to play!

- When playing with two or more players, cooperation is important in clearing stages.
- Defeat enemies just as you would in the one-player game.
- Defeat all of the enemies to clear that level.

NOTES!



NOTES!



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REV-D

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